Justin DuPont

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📍 Houston, TX (Open to relocation)   ✎ Portfolio: justindpnt.com

Work Experience

Gaming & AI Engineer
HP Inc. (Contract) *(August 2024 – Present)*
- Prototyped AI demos for hardware showcases, including LLM-powered NPCs running offline on local hardware
- Monitored and triaged 2,000+ social media posts per month to identify user pain points, guide feature development, and coordinate software and hardware fixes with rapid turnaround times
- Produced a monthly livestream tech showcase, reaching 1.7M+ followers and highlighting new products
- Scouted and partnered with 6+ external vendors to build and integrate AI experiences into HP's ecosystem

Game Producer & Unity Developer
Freelance Game Development *(October 2021 – August 2024)*
- Independently led production and development of 3 original games, published on iOS and Meta Quest stores
- Produced devlogs and demo videos that accumulated 500,000+ views across YouTube and TikTok

Break Room • Unity (C#) • Meta Quest 3 • Meta Quest store • Demo
- VR physics sandbox featuring realistic object destruction and spatial interactions

Familiars: AR Animal Companions • Unity (C#) • iOS & Apple Watch • iOS app store • Demo
- Tamagotchi-like game projecting animated pets onto an Apple Watch face, with collectible AR animal cards

Augmented Reality Pokémon Card Battles (Tech Demo) • Unity (C#) • Social Media • Demo
- Fan-made card game featuring 9 animated models, real-time lighting, and interactive battle mechanics

Program Manager
Microsoft *(September 2019 – May 2021)*
- Led Azure's payment method product area end-to-end: planning, scoping, tracking, and launching 3+ cloud features per month in collaboration with business, UX, legal, support, and engineering teams
- Designed and validated Azure features through user research and A/B testing, shipping to millions of users
- Shipped Azure payment features that eliminated 1,500+ monthly support cases, saving $1.6M and 28,800 support hours per month

Program Manager Intern
Microsoft *(June 2018 – August 2018)*
- Collaborated on Azure's promo code and cloud plan modernization, coordinating cross-functional teams to develop a system supporting millions of dollars in customer savings and 50+ cloud subscription plans

Additional Projects & Publications

Ran Social Media Channels • Produced game dev content on Youtube and Tiktok, accumulated 500,000+ views

Published Tech Strategy Commentary • On *Augmented Reality Insider*

Developed 10+ games/experiences • Unity (C#) • Demos available on itch.io, GitHub repos, game jams

1st Place 2019 UT Engineering Capstone Award • 3D Printed Augmented Reality Headsets • Unity (C#) • Demo
- Developed a Unity game demo for two custom designed and 3D printed augmented reality headsets

Education

Electrical and Computer Engineering • Bachelor of Science • University of Texas at Austin • May 2019
- Honors: UT Honors Scholar, Eta Kappa Nu (ECE Honor Society)
- Minor: Trumpet - Jazz Soloist, Orchestra Principal, Longhorn Band Trumpet Section Leader

Skills

Languages & Tools: C#, Python, Git/GitHub, Visual Studio, Blender, DaVinci Resolve
Technical: Unity (6 years), ARKit, ARFoundation, Oculus/Quest SDKs, Shader Graph, 3D modeling, 3D texturing
Production & PM: Agile, Scrum, Waterfall, Agile methodologies, OKRs, KPIs, feature-set ownership, roadmap ownership, stakeholder management, technical storytelling, product marketing, improv, experienced presenter